

## MARTIAL ARCHETYPE: FIELD MEDIC

*"The gods blessed me with hands that can kill and heal in equal measure. Who needs magic when you have that?"*

—Miresha Varn, Field Medic

Field Medics are warriors and healers trained to care for people under the direst of circumstances. Whether soldiers, civilians, or their adventuring party, Field Medics continually risk their own life and limb to care for the sick and wounded.

Although their initial training is completed while assisting their mentor in battle, Field Medics spend their entire lives reading manuals, studying cadavers, and conversing with folk healers in order to hone their skills and further their knowledge. Without the gifts of spellcasting, Field Medics depend on their instinct, intellect, and strength of will to keep their allies alive and in the fight.

### BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill as well as with the herbalism kit.

### OUTRUN THE REAPER

Additionally at 3rd level, when you start your turn within 60 feet of an ally who is below their hit point maximum, you gain a bonus action to Dash or Disengage.

### PHYSICIAN'S ACUMEN

At 3rd level, you've learned to apply your medical knowledge in ways that greatly expand the capabilities of your healer's kits.

When you use an action to expend a use of your kit, you can apply one of the following effects.

- Restore 1d6 + your Wisdom modifier in hit points. When you do this, you may expend more than one use of your kit at one time to restore additional hit points, but you cannot affect more than one creature in a single action.
- Remove one of the following conditions: blinded, deafened, paralyzed, or poisoned.
- Remove one level of exhaustion.
- Remove one disease.

### SURGEON'S EYE

At 7th level, you can use your knowledge of anatomy to inflict precise damage on your opponents. When you successfully hit a creature, you can make a Wisdom (Medicine) check contested by the target's Dexterity saving throw. If you succeed, the creature takes an extra 1d6 damage. You can deal this extra damage only once per turn.



### INCREASED ACUMEN (D8)

When you reach 10th level, the amount of hit points restored by expending a use of your kit increases to a d8.



#### CREDITS

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## **MEDIC'S SWIFTNESS**

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Starting at 15th level, when you end your turn within 60 feet of an ally who is below their hit point maximum or is blinded, deafened paralyzed, poisoned, or unconscious, you gain advantage on your next initiative roll.

Additionally, when you use your Physician's Acumen feature, you can apply the effects of your healer's kits to two creatures in a single action.

## **INCREASED ACUMEN (D10)**

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At 18th level, the amount of hit points restored by expending a use of your kit increases to a d10.

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